


<i>Application Number</i> 	Application/Control No. 10/661,101	Applicant(s)/Patent Under Reexamination MASTROPIETRO ET AL.
	Examiner Jeffrey K. Wong	Art Unit 3714



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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
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SCHWEGMAN, LUNDBERG & WOESSNER/WMS GAMING P.O. BOX 2938 MINNEAPOLIS, MN 55402			EXAMINER WONG, JEFFREY KEITH	
			ART UNIT 3714	PAPER NUMBER
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Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Office Action Summary	Application No. 10/661,101	Applicant(s) MASTROPIETRO ET AL.	
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-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

- 1) ☒ Responsive to communication(s) filed on 13 February 2004.
- 2a) ☐ This action is **FINAL**. 2b) ☒ This action is non-final.
- 3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

- 4) ☒ Claim(s) 1-34 is/are pending in the application.
- 4a) Of the above claim(s) _____ is/are withdrawn from consideration.
- 5) ☐ Claim(s) _____ is/are allowed.
- 6) ☒ Claim(s) 1-34 is/are rejected.
- 7) ☐ Claim(s) _____ is/are objected to.
- 8) ☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

- 9) ☐ The specification is objected to by the Examiner.
- 10) ☒ The drawing(s) filed on 12 September 2003 is/are: a) ☒ accepted or b) ☐ objected to by the Examiner.
 Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
 Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
- 11) ☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

- 12) ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
- a) ☐ All b) ☐ Some * c) ☐ None of:
1. ☐ Certified copies of the priority documents have been received.
2. ☐ Certified copies of the priority documents have been received in Application No. _____.
3. ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).
- * See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

- | | |
|--|---|
| 1) <input checked="" type="checkbox"/> Notice of References Cited (PTO-892) | 4) <input type="checkbox"/> Interview Summary (PTO-413)
Paper No(s)/Mail Date. _____ |
| 2) <input type="checkbox"/> Notice of Draftsperson's Patent Drawing Review (PTO-948) | 5) <input type="checkbox"/> Notice of Informal Patent Application |
| 3) <input type="checkbox"/> Information Disclosure Statement(s) (PTO/SB/08)
Paper No(s)/Mail Date _____ | 6) <input type="checkbox"/> Other: _____ |

Examiner's Affidavit

Come now the undersigned and makes this his Examiner's Affidavit and states as follows:

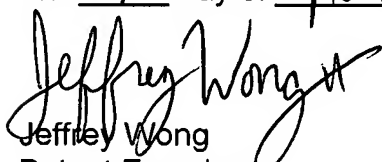
I am over eighteen years of age and am competent in all respects to enter the testimony contained herein. I make this affidavit freely and I have personal knowledge of all facts averred herein.

I have played Bob Dancer's WinPoker. It is a computer-related electronic game that allows players to play various styles of game play. It also allows players to change the payouts for the winning outcomes.

The game allows players to analyze the gameplay as a means of assessing their performance.

I hereby declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and like are punishable by fine or imprisonment, or both, under Section 1001 of title 18 of the United States Code.

This 27th day of September, 2007


Jeffrey Wong
Patent Examiner

DETAILED ACTION

Note: Images provided by Examiner of Bob Dancer's WinPoker is achieved through screen capturing for this Office Action.

Claim Rejections - 35 USC § 102

1. The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

A person shall be entitled to a patent unless –

(b) the invention was patented or described in a printed publication in this or a foreign country or in public use or on sale in this country, more than one year prior to the date of application for patent in the United States.

2. Claims 1-3, 6-7, 9-19, 22-23, 25-28, 31, 34 rejected under 35 U.S.C. 102(b) as being anticipated by Bob Dancer's WinPoker(WinPoker)(Please refer to Fig 1-6 below and Examiner's Affidavit).

Regarding Claims 1, 26.

A method for evaluating a game outcome on a gaming machine, the method comprising:

receiving a game rules script(Fig 4), the game rules script defining a set of winning outcomes(Fig 4)(In this case, the script is viewed as the set of rules a player can choose from in terms of methods of play. It can be easily shown that Fig 4 shows of various methods of playing an electronic game which would result in differing winning outcomes depending on method chosen);

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parsing the games rules script into a game rules data structure(Fig 5)(In this case, the data structure represents the information of the hands played for a particular method of gameplay. In this case, Jacks or Better. It should be obvious that such a data structure can be implemented for the other methods of gameplay as well); generating a game outcome(Fig 3)(In this case, the outcome is represented in the percentage data collected by the hands played during the game); and determining if the game outcome matches at least one winning outcome in the set of winning outcomes in accordance with the game rules data structure(Fig 5)(The analysis of the hands played clearly indicates the combination of all the resulting outcomes during the game).

Regarding Claims 2, 27.

The method of claim 1, wherein the set of winning outcomes comprise winning outcomes for a card game(Fig 1)(In this case, the game is used as a means for playing poker, a card game).

Regarding Claims 3, 28.

The method of claim 2, wherein the card game comprises a poker card game(Fig 1).

Regarding Claims 6, 31.

The method of claim 1, wherein each winning outcome in the set of winning outcomes comprises a set of match rules(Fig 4)(In this case, the script is viewed as the set of rules a player can choose from in terms of methods of play. It can be easily shown that

Fig 4 shows of various methods of playing an electronic game which would result in differing winning outcomes depending on method chosen), wherein the game outcome includes a plurality of game elements(In this case, a game element can be considered a card for use in the game), and wherein determining if the game outcome matches at least one winning outcome includes determining if each match rule in the set of match rules for a winning outcome matches at least one game element(Fig 3)(In this case, the matching with a game element could be viewed as the matching of the necessary cards needed to achieve a certain poker hand).

Regarding Claims 7, 23, 32

The method of claim 6, wherein the game element comprises a playing card(Fig 1)(In this case, the game is used as a means for playing poker, a card game).

Regarding Claims 9, 25, 34.

The method of claim 6, wherein determining if each match rule in the set of match rules for a winning outcome matches at least one game element includes the tasks of:

- a. comparing a game element with a match rule in the set of match rules(Fig 3)(In order for a player to achieve a certain hand, the game elements needs to be compared in order to achieve a winning outcome);
- b. if the game element matches a match rule, then:
removing the game element from the plurality of game elements to

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form a reduced set of gaming elements,
removing the match rule from the set of match rules to form a reduced
set of match rules(Fig 4)(In this case, the ability to select different methods of play can
result in the reduction of match rules and gaming elements.), executing tasks a and b
on the reduced set of gaming elements and the reduced set of match rules(Fig 4); and
c. determining that each match rule has been matched when no rules remain in
the reduced set of match rules(Fig 4).

Regarding Claim 10.

A computer-readable medium having disposed thereon a game rules script, the game
rules script comprising:

a set of winning outcomes for a game(Fig 3); and

a set of rules for each winning outcome in the set of winning outcomes for the game(Fig
4)(In this case, winning outcomes are dependent on method of play chosen by the
player);

wherein during a separate data processing step a game outcome is compared to the set
of rules to determine if the game outcome matches the set of rules(Fig 5)(In this case,
the outcome is compared to the rules for certain hands in order to achieve such an
analysis of data).

Regarding Claim 11.

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The computer-readable medium of claim 10, wherein the set of rules include a rank matching rule(Fig 6)(In this case, the rank is viewed of the rank of the poker hand and its expected payout).

Regarding Claim 12.

The computer-readable medium of claim 11, wherein the rank matching rule defines an exact match to a rank(Fig 6)(In this case, the hands displayed are associated with a rank such a hand).

Regarding Claim 13.

The computer-readable medium of claim 11, wherein the rank matching rule defines a numerical comparison to a rank(Fig 6)(In this case, ranks are defined numerically. For instance, the highest rank equals first. Also, the payout can be viewed as the numerical comparison to the rank).

Regarding Claim 14.

The computer-readable medium of claim 10, wherein the set of rules includes a suit matching rule(Fig 6).

Regarding Claim 15.

The computer-readable medium of claim 10, wherein the set of rules includes a wild card definition rule(Fig 4)(In this case, player have the opportunity to choose of a game

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method that allows for wild card usage. For instance, Joker Wild).

Regarding Claim 16.

The computer-readable medium of claim 10, wherein each winning outcome in the set of winning outcomes includes a payout amount(Fig 6).

Regarding Claim 17.

A computerized gaming system comprising:

a game rules script, said game rules script including a set of winning outcomes for a game, each of the set of winning outcomes including a set of match rules(Fig 4)(In this case, the method of game play a player can choose from would obviously include the game rules and winning outcomes associated with such game rules);

a parser operable to parse the game rules script into a game rules data structure(Fig 5)(In this case, the outcomes are parsed as a means of data analysis for players to observe); and

a gaming application operable to:

generate a game outcome(Fig 5)(In this case, gaming outcomes are expected in order to generate such an array of information for analysis);

determine if the game outcome matches at least one winning outcome in the set of winning outcomes in accordance with the game rules data structure(Fig 3)(In this case, winning outcomes based on gaming rules are required in order to achieve an

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analysis).

Regarding Claim 18.

The computerized gaming system of claim 17, wherein the set of winning outcomes comprise winning outcomes for a card game(Fig 1)(In this case, poker is viewed as the card game).

Regarding Claim 19.

The computerized gaming system of claim 18, wherein the card game comprises a poker card game(Fig 1).

Regarding Claim 22.

The computerized gaming system of claim 17, wherein each winning outcome in the set of winning outcomes comprises a set of match rules(Fig 2)(In order to achieve a winning outcome, a player needs to achieve a certain result from a set of match rules), wherein the game outcome includes a plurality of game elements(In this case, the game element can be viewed as the cards), and wherein the gaming application is further operable to determine if each match rule in the set of match rules for a winning outcome matches at least one game element(Fig 5)(In this case, game elements are compared with match rules in order to achieve a gaming winning outcome in order to analyze such information).

Claim Rejections - 35 USC § 103

3. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

4. Claims 4,5 8,20, 21, 24, 29, 30, and 33 are rejected under 35 U.S.C. 103(a) as being unpatentable over Bob Dancer's Poker)(Please refer to Fig 1-6 below and Examiner's Affidavit) as applied to claim 1 above, and further in view of Mikohn Gaming Introduces Yahtzee Slot Machine(Mikohn).

Regarding Claims 4, 5, 20, 21, 29-30.

WinPoker discloses the claimed invention as discussed in Claim 1 but fails to disclose wherein the set of winning outcomes comprise winning outcomes for a dice game.

However, Mikohn discloses of the implementation of the game of Yahtzee, which is a dice-related game, in the slot market. It is inherently known that incorporating analysis of outcomes of slot games is useful method of determining the highest liability possible to a casino.

Therefore, it would have been obvious to one of ordinary skill in the art at the time the invention was made to incorporate the outcome analysis of WinPoker with Mikohn's Yahtzee game as a means of determining the highest liability possible for a casino that wishes to implement Yahtzee for use.

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Regarding Claims 8, 24, 33

WinPoker discloses the claimed invention as discussed in Claim 6 but fails to disclose wherein the game element comprises a playing card.

However, Mikohn discloses of the implementation of the game of Yahtzee, which is a dice-related game, in the slot market. It is inherently known that incorporating analysis of outcomes of slot games is useful method of determining the highest liability possible to a casino.

Therefore, it would have been obvious to one of ordinary skill in the art at the time the invention was made to incorporate the outcome analysis of WinPoker with Mikohn's Yahtzee game as a means of determining the highest liability possible for a casino that wishes to implement Yahtzee for use.


JOHN M. HOTALING, II
PRIMARY EXAMINER